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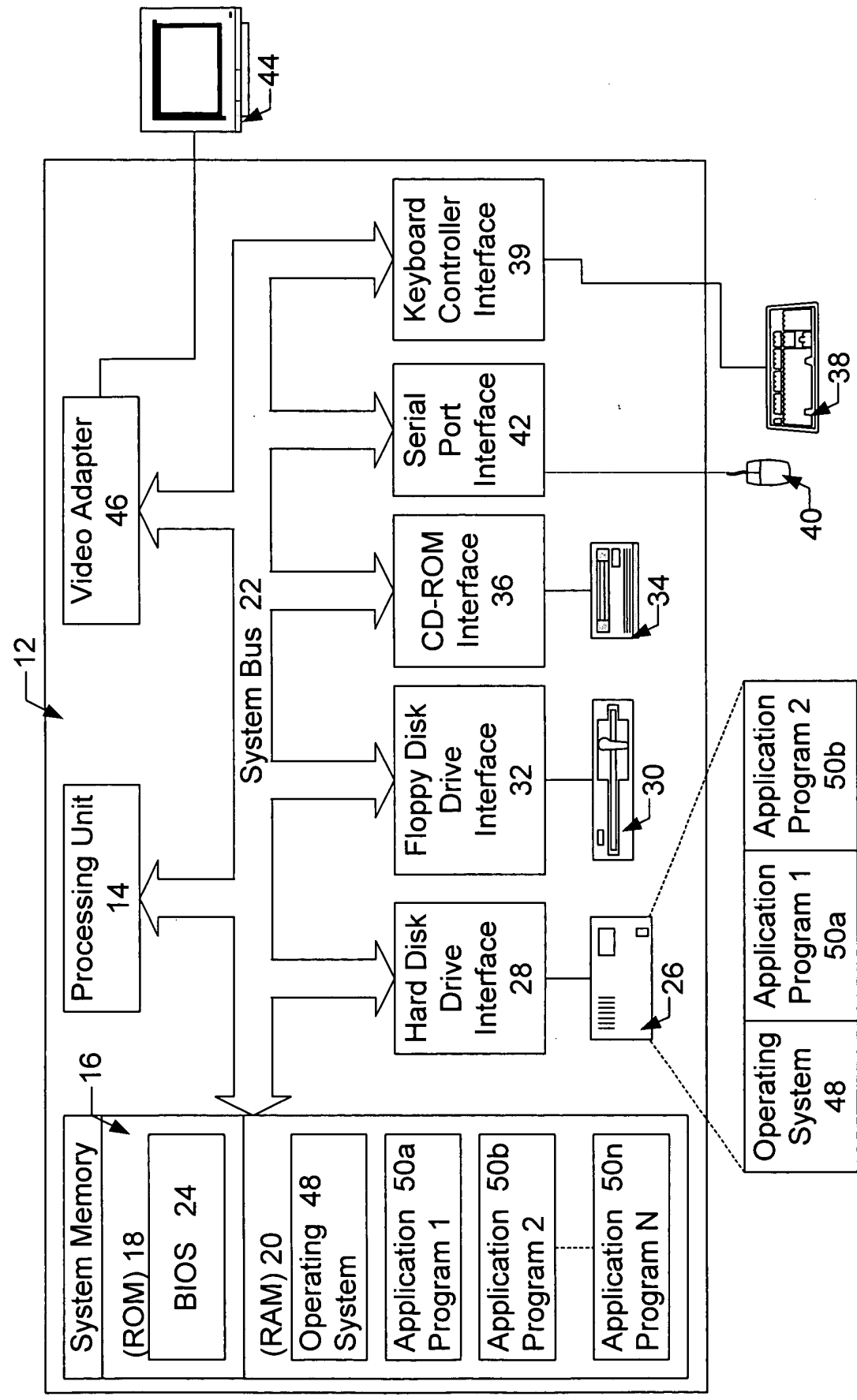


Figure 1

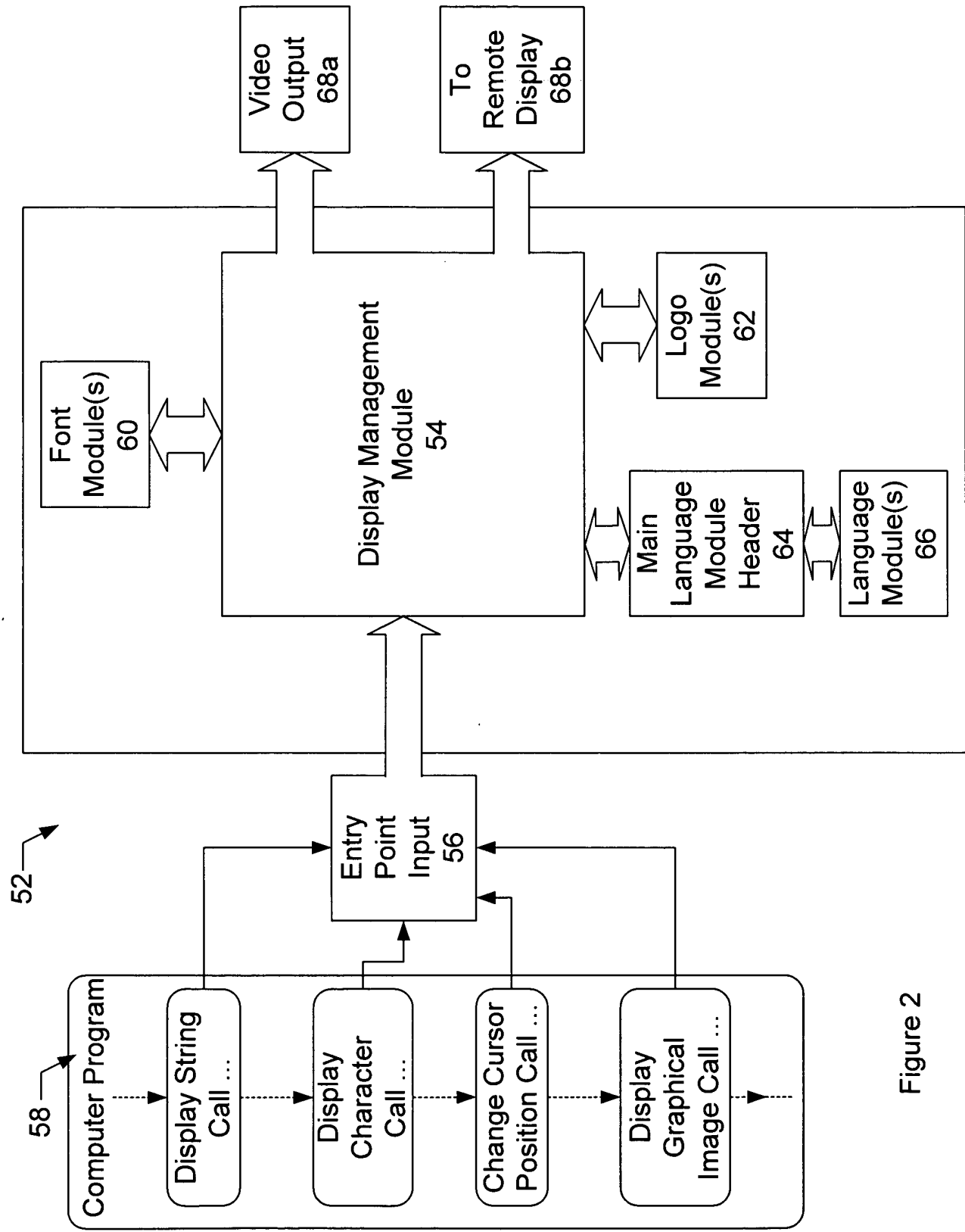


Figure 2

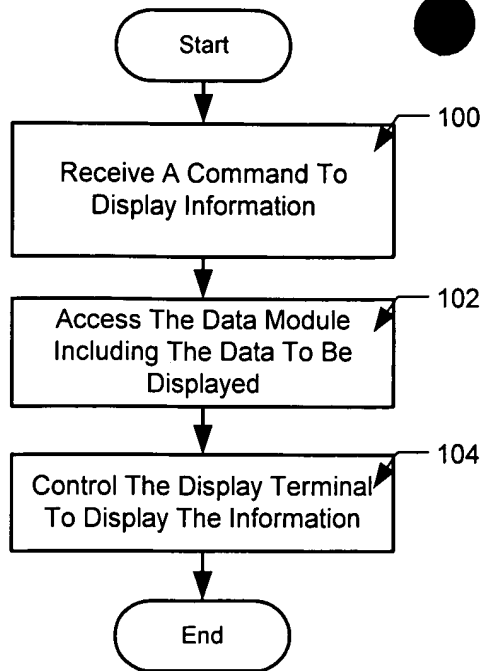


Figure 3

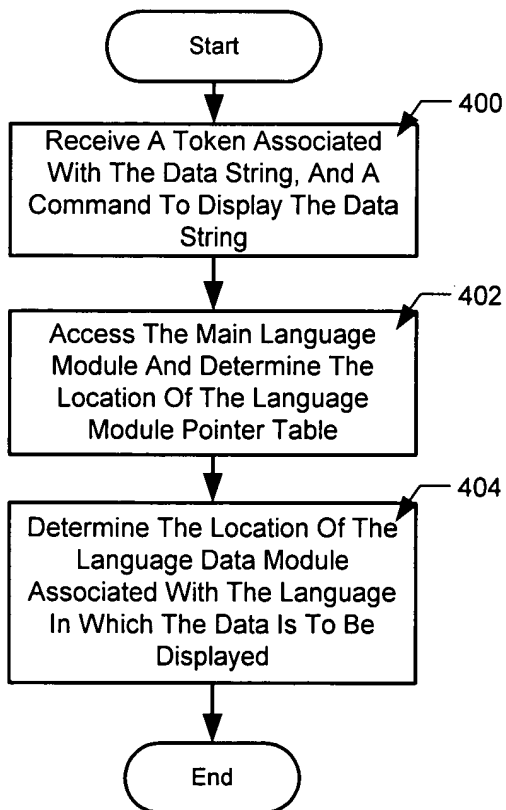


Figure 8

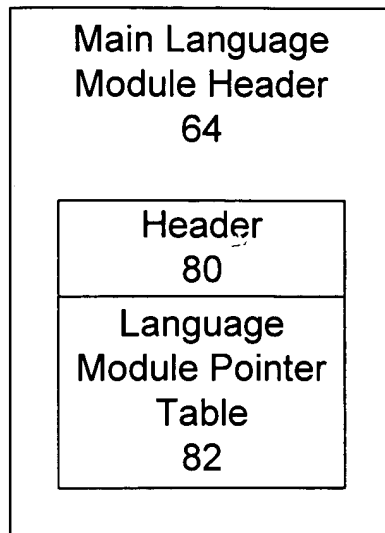


Figure 7

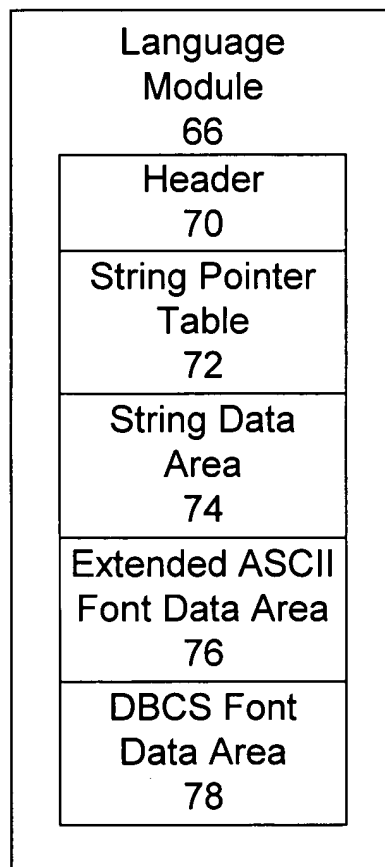


Figure 4

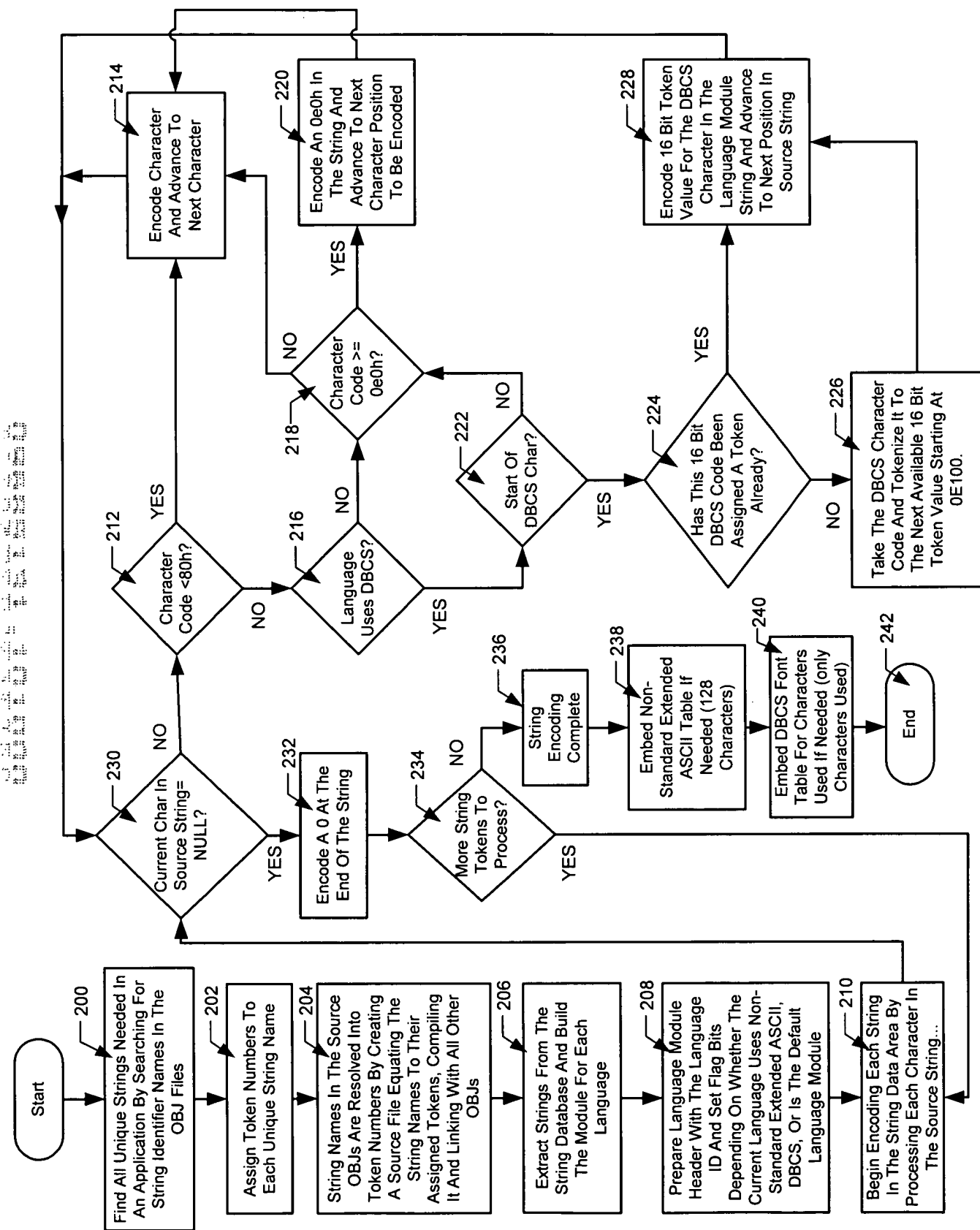


Figure 5

1. The system receives a command to display a string token.
 2. The system uses an internal pointer to the currently active language data module to access the language module header.
 3. The system locates the pointer to the string pointer table.
 4. Based on the token number, the system locates the pointer to the string pointer from the string pointer table.
 5. The system begins string display by processing it character by character until reaching a null (0). Each character will either be normal ASCII, non-standard extended ASCII, or DBCS.

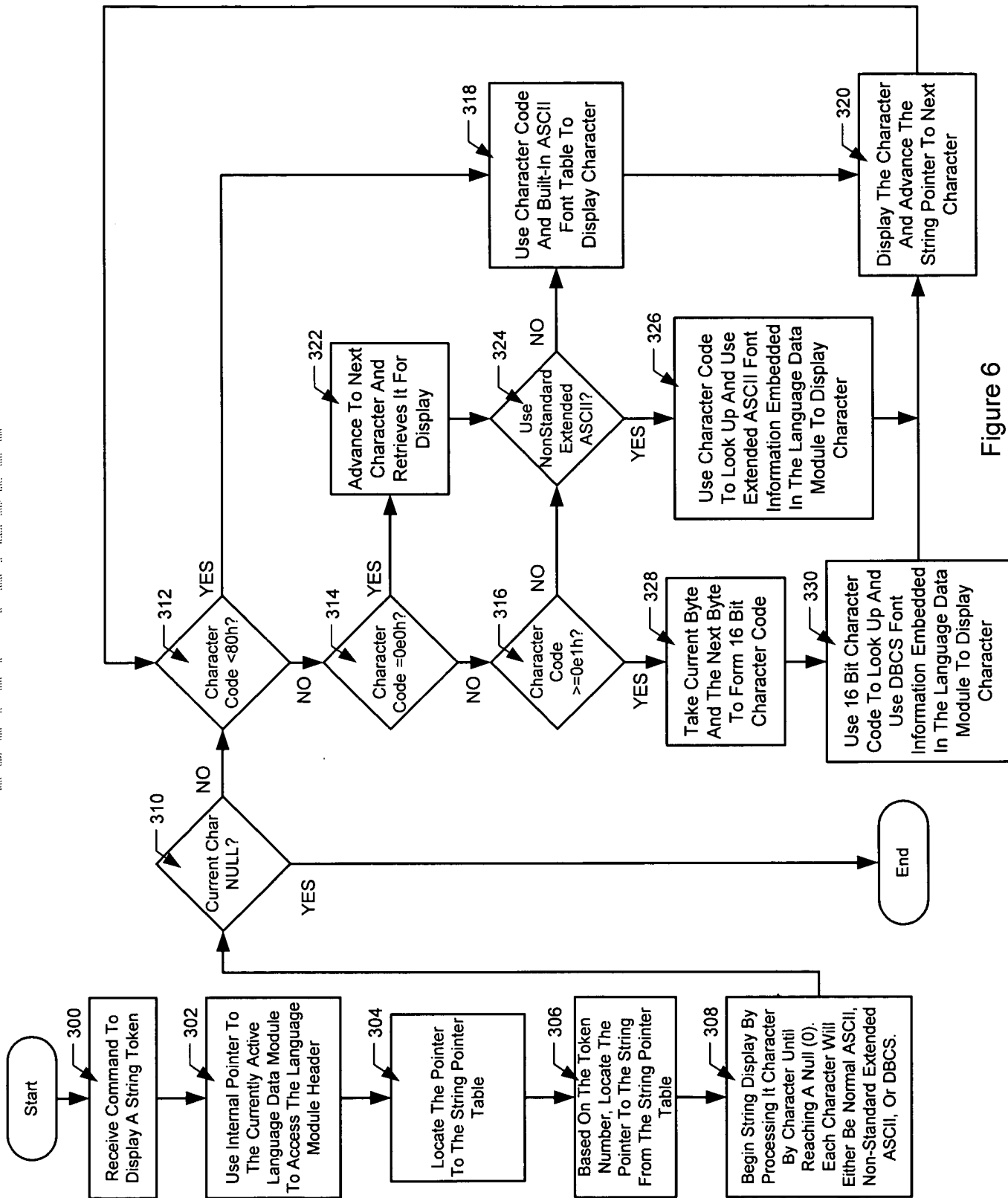


Figure 6

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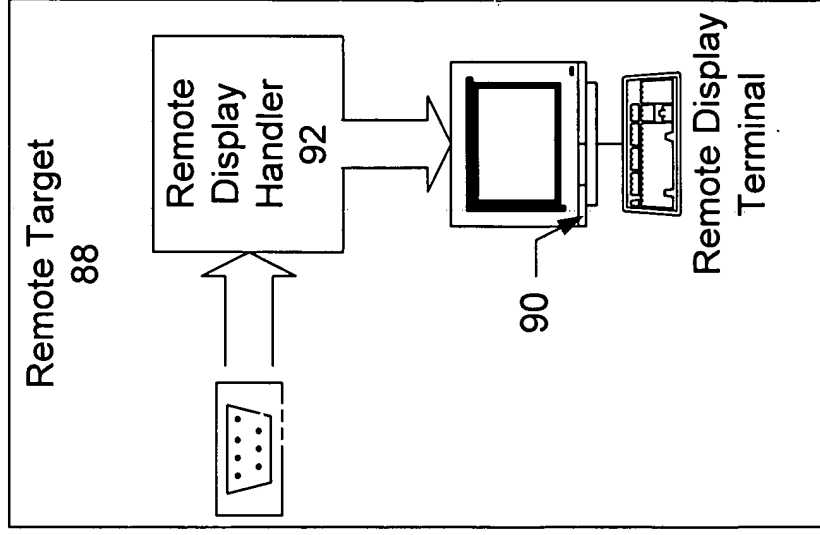
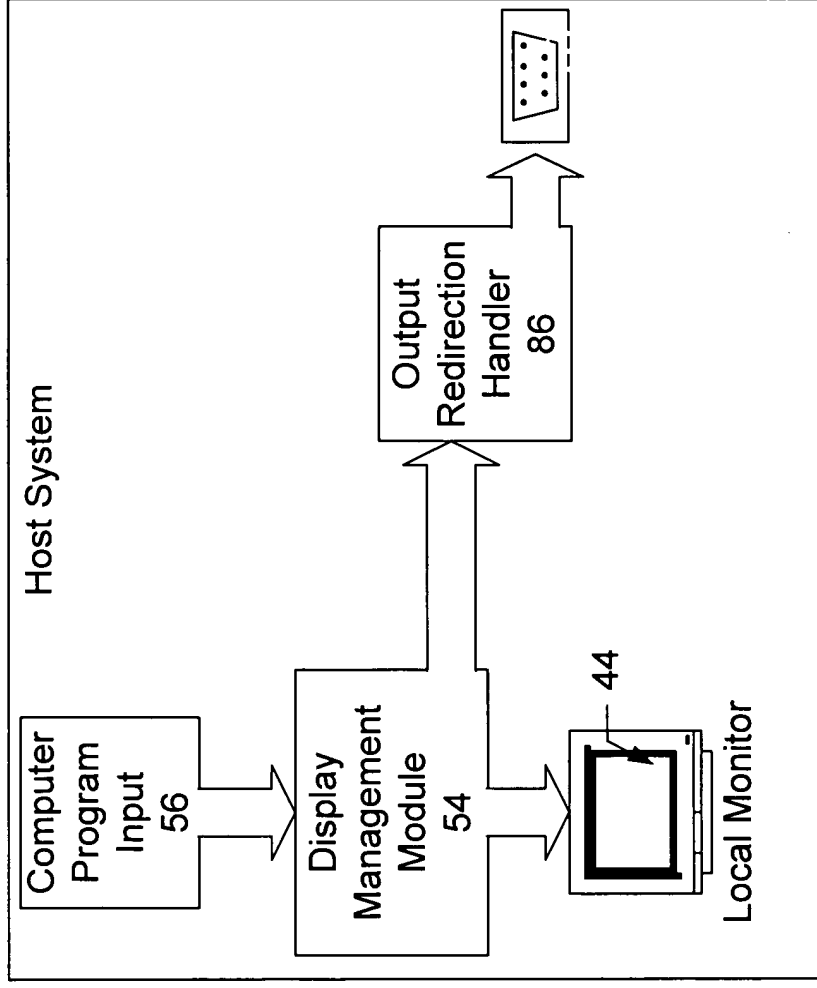


Figure 9

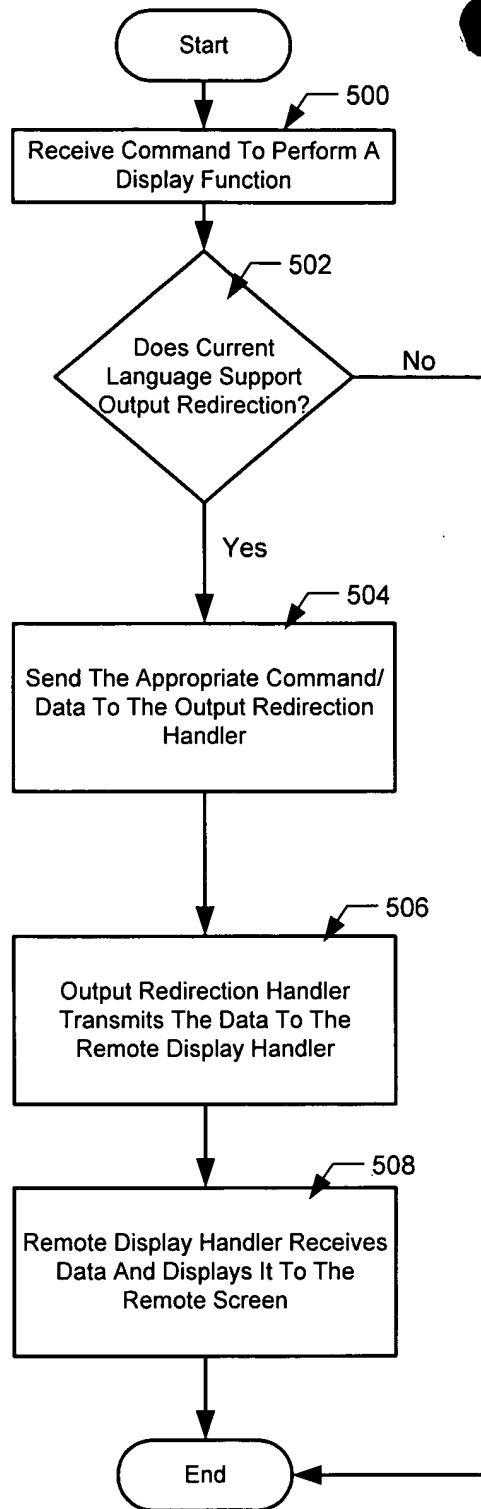


Figure 10